

AMENDMENTS TO THE CLAIMS:

The following listing of claims replaces all prior listings of claims in the present application.

What is claimed is:

1. (canceled)

2. (currently amended) The virtual space control method according to claim [[1]] 29, wherein

the step of changing the orientation of the prescribed part includes the step of changing the orientation of a head of the virtual character as the change in orientation of the prescribed part, and

the step of changing the screen image includes the step of changing the viewpoint defining the virtual field of view in response to the change in orientation of the head of the virtual character.

3. (currently amended) The virtual space control method according to claim [[1]] 29, further comprising the step of[[.]]:

receiving a operation command input from the virtual character,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part in response to an operation command input.

4-5. (canceled)

6. (currently amended) The virtual space control method according to claim [[1]] 29, further comprising the step of:

generating a prescribed object in the virtual space only when a the movement of me virtual character occurs, and the orientation of the prescribed part is changed in a prescribed manner.

7. (currently amended) The virtual space control method according to claim [[1]] 29, further comprising the step of:

setting target coordinates in the virtual space,
wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part of the virtual character toward the target coordinates.

8. (currently amended) The virtual space control method according to claim [[1]] 29, further comprising the step of:

setting a limit to an orientation changeable range of the prescribed part of the virtual setting character.

9. (currently amended) The virtual space control method according to claim [[1]] 29, further comprising the step of:

causing a change in orientation of another part of the virtual character influenced by the change in orientation of the prescribed part, the change in orientation of said another part

being made in a pre-established prescribed proportion to the change in orientation of the prescribed part.

10. (canceled)

11. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim [[10]] 30, wherein

the step of changing the orientation of the prescribed part includes the step of changing the orientation of a head of the virtual character as the change in orientation of the prescribed part, and

the step of changing the screen image includes the step of changing the viewpoint defining the virtual field of view in response to the change in orientation of the head of the virtual character.

12. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim [[10]] 30, the virtual space control program being further configured to execute the step of:

receiving an operation command input from the virtual character,

wherein the step of changing the orientation of the prescribed part includes a step of changing the orientation of the prescribed part in response to the operation command input.

13-14. (canceled)

15. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim [[10]] 30, the virtual space control program being further configured to execute the step of:

generating a prescribed object in the virtual space only when the movement of the virtual character occurs, and the orientation of the prescribed part is changed in a prescribed manner.

16. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim [[10]] 30, the virtual space control program being further configured to execute the step of:

setting target coordinates in the virtual space,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part of the virtual character toward the target coordinates.

17. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim [[10]] 30, the virtual space control program being further configured to execute the step of:

setting a limit to an orientation changeable range of the prescribed part of the virtual character.

18. (currently amended) The computer-readable recording medium having recorded therein the virtual space control program to be executed on a computer according to claim [[10]] 30, the virtual space control program being further configured to execute the step of:

causing a change in orientation of another part of the virtual character influenced by the change in orientation of the prescribed part, the change in orientation of said another part being made in a pre-established prescribed proportion to the change in orientation of the prescribed part.

19. (canceled)

20. (currently amended) The program execution apparatus according to claim [[19]] 31, wherein

the step of changing the orientation of the prescribed part includes the step of changing the orientation of a head of the virtual character as the change in orientation of the prescribed part, and

the step of changing the screen image includes the step of changing the viewpoint defining the virtual field of view in response to the change in orientation of the head of the virtual character.

21. (currently amended) The program execution apparatus according to claim [[19]] 31, the virtual space control program being further configured to perform the step of:

receiving a operation command input from the virtual character,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part in response to an operation command input.

22-23. (canceled)

24. (currently amended) The program execution apparatus according to claim [[19]] 31, the virtual space control program being further configured to perform the step of:

generating a prescribed object in the virtual space only when the movement of the virtual character occurs, and the orientation of the prescribed part is changed in a prescribed manner.

25. (currently amended) The program execution apparatus according to claim [[19]] 31, the virtual space control program being further configured to perform the step of:

setting target coordinates in the virtual space,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part of the virtual character toward the target coordinates.

26. (currently amended) The program execution apparatus according to claim [[19]] 31, the virtual space control program being further configured to perform the step of:

setting a limit to an orientation changeable range of the prescribed part of the virtual character.

27. (currently amended) The program execution apparatus according to claim [[19]] 31, the virtual space control program being further configured to perform the step of:

causing a change in orientation of another part of the virtual character influenced by the change in orientation of the prescribed part, the change in orientation of said another part being made in a pre-established prescribed proportion to the change in orientation of the prescribed part.

28. (currently amended) A computer, that executes a virtual space control program, the virtual space control program being ~~configure~~ configured to perform the steps of:

changing an orientation of a prescribed part of a virtual character in a virtual space;

moving the virtual character in the virtual space; [[and]]

changing a screen image in response to the change in orientation of the prescribed part and the movement of the virtual character in the virtual space, wherein the screen image represents a virtual field of view defined by a viewpoint other than a viewpoint of the virtual character and includes a whole image of the virtual character; and

detecting an occurrence of a prescribed event,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part in response to the occurrence of the prescribed event, and

wherein the prescribed event is selected from a plurality of events occurring in the virtual space.

29. (previously presented) A virtual space control method comprising the steps of:

changing an orientation of a prescribed part of a virtual character in a virtual space;
changing a screen image in response to the change in orientation of the prescribed part,
wherein the screen image represents a virtual field of view of the virtual space defined by a
viewpoint other than a viewpoint of the virtual character and including a whole image of the
virtual character;
moving the virtual character in the virtual space; and
detecting an occurrence of a prescribed event,
wherein the step of changing the orientation includes a step of changing the orientation
of the prescribed part in response to the occurrence of the prescribed event,
wherein the step of changing the screen image has a step of changing the screen image
in response to the movement of the virtual character and to the change in orientation of the
prescribed part, and
wherein the prescribed event is selected from a plurality of events occurring in the
virtual space.

30. (previously presented) A computer-readable recording medium having recorded therein a
virtual space control program to be executed on a computer, the virtual space control program
being configured to execute the steps of:

changing an orientation of a prescribed part of a virtual character in a virtual space;
moving the virtual character in the virtual space;
changing a screen image in response to the change in orientation of the prescribed part
and the movement of the virtual character in the virtual space, wherein the screen image
represents a virtual field of view defined by a viewpoint other than a viewpoint of the virtual

character and includes a whole image of the virtual character; and

detecting occurrence of a prescribed event,

wherein the step of changing the orientation of the prescribed part includes a step of changing the orientation of the prescribed part in response to the occurrence of the prescribed event, and

wherein the prescribed event is selected from a plurality of events occurring in the virtual space.

31. (previously presented) A program execution apparatus that executes a virtual space control program, the virtual space control program being configured to perform the steps of:

changing an orientation of a prescribed part of a virtual character in a virtual space;

changing a screen image in response to the change in orientation of the prescribed part and the movement of the virtual character in the virtual space, wherein the screen image represents a virtual field of view defined by a viewpoint other than a viewpoint of the virtual character and includes a whole image of the virtual character; and

detecting an occurrence of a prescribed event,

wherein the step of changing the orientation includes a step of changing the orientation of the prescribed part in response to the occurrence of the prescribed event, and

wherein the prescribed event is selected from a plurality of events occurring in the virtual space.

32. (withdrawn) The [[A]] virtual space control method according to claim 29, ~~comprising the steps of:~~

~~changing an orientation of a prescribed part of a virtual character in a virtual space; and~~
~~changing a screen image in response to the change in orientation of the prescribed part,~~
wherein the virtual character comprises the prescribed part, a first part, and a second
part,
wherein the prescribed part is connected to the first part,
wherein the first part is connected to the second part,
wherein, when the prescribed part moves at a first angle, the first part moves at a
second angle, and the second part moves at a third angle, and
wherein the first angle is not less than the sum of the second angle and the third angle.

33. (withdrawn) The virtual space control method according to claim 32, wherein
a ratio of the second angle to the first angle is established.

34. (withdrawn) The virtual space control method according to claim 32, wherein
a ratio of the third angle to the first angle is established.